

Effective from Session: 2020	-21													
Course Code	CS-204													
Year	II	Semester	III	3	1	0	4							
Pre-Requisite	None	Co-requisite	None											
Course Objectives	 various o To learn polish an Understa managen To study resolving Understa 	perations over linked lis stack, queue and variou d reverse polish convers nd the deep knowledge thent. Programming impl the various sorting and techniques. Programmi	I searching strategy and different algorithms approach, kno ng implementation grarchical data structure such as Graph and various routing	cture imple the op ow has	such as mentati eration shing ar	, recurs ons comple nd collis	ion, xity sion							

	Course Outcomes
CO1	Describe the basics of Data structure operation and programming implementation skills
CO2	Stack and Queue and various application based on these data structures
CO3	Learning the different types of tree and learn its augmentation to control the operation complexity.
CO4	Learn different sorting and searching algorithms and analyze their performances.
CO5	Learning File and record management, implementing various searching and routing applications on graph.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction to Data Structures	 Basic Terminology, Elementary Data Organization, Data Structure Operations. Algorithms, Analysis of Algorithms, Complexity of Algorithms, Time-Space Tradeoff. Arrays: Array Definition, Representation and Analysis, Single and Multi-Dimensional Arrays, Address Calculation, Application of Arrays, Character String Representation, Character String Operation, Sparse Matrices & Vectors. Linked List: Representation and Implementation of Singly Linked List, Traversing, Searching of Linked List, Insertion & Deletion to/from Linked List, Underflow & Overflow. Circular Linked List, Doubly Linked List, Two- way Header List, Polynomial Representation & Addition, Generalized Linked List, Garbage Collection and Compaction 	9	1
2	Stacks	Array Representation and Implementation of Stack, Operations on Stacks: Push & Pop, Linked Representation of Stack, Application of Stack: Conversion of Infix to Prefix and Postfix Expressions, Evaluation of Postfix Expression using Stack. Recursion: Recursive Definition and Processes, Recursion in C, Example of Recursion, Tower of Hanoi Problem. Queues: Array and Linked Representation and Implementation of Queues, Operations on Queue: Create, Add, Delete, Full and Empty; Circular Queues, D-queues and Priority Queues.	9	2
3	Trees	Basic Terminology, Binary Trees, Binary Tree Representation, Algebraic Expressions, Complete Binary Tree, Extended Binary Trees, Array and Linked Representation of Binary Trees, Traversing Binary Trees, Threaded Binary Trees, Traversing Threaded Binary Trees, Huffman Algorithm, Binary Search Tree (BST), Insertion and Deletion in BST, Path Length, AVL Trees, B-trees.	8	3
4	Searching and Hashing	Sequential Search, Binary Search, Comparison and Analysis, Hash Table, Hash Functions, Collision Resolution Strategies, Hash Table Implementation. Sorting: Insertion Sort, Bubble Sort, Quick Sort, Two Way Merge Sort, Heap Sort.	7	4
5	Graphs	Terminology & Representations, Graphs & Multi-Graphs, Directed Graphs, Sequential Representations of Graphs, Adjacency Matrices, Traversal, Connected Component and Spanning Trees, Minimum Cost Spanning Trees. File Handling: Physical Storage Media File Organization, Organization of Records into Blocks, Sequential Files, Indexing and Hashing, Primary Indices, Secondary Indices	7	5
	ce Books:			
1. M.	Tannenbaum. "Data Str	ucture Using C/C+"		
2. Hor	rowitz And Sahani "Fun	damental of Data Structure", Galgotia Publication		
3. A L	ipschutz "Data Structur	e", Schaum series.		
e-Lear	ning Source:			
https://	/nptel.ac.in/courses/106	102064		

						Cour	se Arti	culation	n Matri	ix: (Map	ping of (COs with	POs and	d PSOs)				
PO- PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO5	PSO6	PSO7
CO	101	102	100	10.	1 00	1 0 0	10,	100	10/	1010	1011	1012	1501	1502	1505	1500	1500	1007
CO1	1	2	2	3	1	2	1	3	1	2	1	2	1	2	2			
CO2	3	2	1	1	1	2	3	2	2	2	3	1	3	2	2			
CO3	2	2	2	2	1	1	3	2	3	1	1	2	2	1	2			
CO4	3	2	1	2	3	1	1	3	2	2	3	3	2	3	1			
CO5	1	2	2	3	1	2	1	3	1	2	1	2	1	2	2			



Effective from Session: 2020)-21										
Course Code	CS270										
Year	Π	Semester	1	0	3						
Pre-Requisite	None	Co-requisite	None								
Course Objectives	variables, con Understand th methods etc.	ditional and iterative ex the fundamentals of object and exception handling	ct-oriented programming in Java, including defining classes,								

	Course Outcomes									
CO1	Describe the basics of Data structure operation and programming implementation skills									
CO2										
CO3	Learning the different types of tree and learn its augmentation to control the operation complexity.									
CO4	Learn different sorting and searching algorithms and analyze their performances.									

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction	History and Overview of Java, Object Oriented Programming, Control statements- if and for loop. Using Blocks of codes, Lexical issues - White space, identifiers, Literals, comments, separators, Java Key words, Data types - Integers, Floating point, characters, Boolean, A closer look at Literals, Variables, Type conversion and casting. Automatic type promotion in Expressions Arrays. Operators - Arithmetic operators, Bit wise operators, Relational Operators, Boolean Logical operators, Assignment Operator, Operator Precedence. Control Statements – Selection Statements - if, Switch, Iteration Statements - While, Do-while, for Nested loops, Jump statements.	8	1
2	Classes	Class Fundamentals, Declaring objects, Assigning object reference variables. Methods - constructors, "this" keyword, finalize () method A stack class, Over loading methods. Using objects as parameters, Argument passing, Returning objects. Recursion, Access control, Introducing final, understanding static. Introducing Nested and Inner classes. Using command line arguments. Inheritance – Basics, Using super, method overriding, and Dynamic method Dispatch, Using abstract classes and final with Inheritance.	8	2
3	Packages	Definition. Access protection importing packages. Interfaces: Definition and implementation. Exception Handling –Fundamentals, types, Using try and catch and Multiple catch clauses, Nested try Statements, throw, throws, finally. Java's built-in exception, using Exceptions.	8	3
4	Multithreaded Programming	Java thread model – main thread, creating single and multiple thread. Is alive () and join (). Thread – Priorities, Synchronization, Inter thread communication, suspending, resuming and stopping threads, using multi-threading. I / O basics – Reading control input, writing control output, Reading and Writing files. Applet Fundamentals – AWT package, AWT Event handling concepts, the transient and volatile modifiers. Using instance of using assert.	8	4
5	Database Connectivity (JDBC)	Database connectivity – JDBC architecture and Drivers. JDBC API - loading a driver, connecting to a database, creating and executing JDBC statements, handling SQL exceptions. Accessing result sets: types and methods. An example - JDBC application to query a database.	8	5
Referen	ce Books:			
1.	The complete reference	e Java –2: V Edition by Herbert Schildt Pub. TMH.		

2. SAMS teach yourself Java – 2: 3rd Edition by Rogers Cedenhead and Leura Lemay Pub. Pearson Education.

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO CO1	1	2	2	3	1	2	1	3	1	2	1	2	1	2	2
CO1 CO2	3	2	- 1	1	1	2	3	2	2	2	3	1	3	2	2
CO2 CO3	2	2	2	2	1	1	3	2	3	1	1	2	2	1	2
CO4	3	2	1	2	3	1	1	3	2	2	3	3	2	3	1
CO5	1	2	2	3	1	2	1	3	1	2	1	2	1	2	2
CO5	1	2	2	3		2	1	-	1	2	1	2	I	2	2



Effective from Session: 2016	Effective from Session: 2016-17														
Course Code	BM-225	Title of the Course	Principles of Management and Engineering Economics	L	Т	Р	С								
Year	II	Semester	III	3	1	0	4								
Pre-Requisite	None	Co-requisite	None												
Course Objectives	between diffe transactions. of several tec	rent records and databas It helps in the connectiv hnologies which helps in	stand the designing of the database models, understanding of ses. Its major objective is the storage, manipulation and wor ity of the large databases with the various webpages. It also a resolving the integrity, atomicity problems. It helps in the ltiple duplicacy, allows access to multiple users and helps is	king w introd transfo	vith the uces the ormation	e concep 1 of one									

	Course Outcomes
CO1	Know about the concepts of database, their types, design concepts and ER-models
CO2	Know about the concepts of relational databases, working with SQL for frontend development
CO3	Know about the concepts of query optimization, transaction processing and concurrency control
CO4	Know about the concepts of database technologies, distributed database environment
CO5	Know about the concept of data warehouse, data cleaning and data integration

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Industrial Economics	Nature and Significance of Economics, Meaning of Science. Engineering and Technology and their Relationship with Economic Development.	8	1
2	Concepts of Demand, Supply and Indifference curve analysis	The concept of demand and supply, Elasticity of Demand and Supply, Indifference Curve Analysis, Price Effect. Income Effect and Substitution Effect.	8	2
3	Money and Banking system	Functions of Money, Value of Money, Inflation and Measures to Control it, Brief Idea of Functions of Banking System viz Commercial and Central Banking, Business Fluctuations.	8	3
4	Evaluation of Management Thought	Definition, Nature and Significance of Management, Evaluation of Management Thought, Contributions of Max Weber. Taylor and Fayol.	8	4
5	Factors of Individual Behavior, Learning and Personality development	Factors of Individual Behavior, Perception. Learning and Personality Development Interpersonal Relationship and Group Behavior.	8	5
Referen	ce Books:			
1.	Dewett, K.K. / Modern Econor	nic Theory / S. Chand		
2.	Luthers Fred / Organizational	Behaviour		

						Cour	se Arti	culatio	n Matri	ix: (Map	ping of (COs with	n POs and	d PSOs)				
PO- PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO5	PSO6	PSO7
CO																		
CO1	1	2	2	3	1	2	1	3	1	2	1	2	1	2	2			
CO2	3	2	1	1	1	2	3	2	2	2	3	1	3	2	2			
CO3	2	2	2	2	1	1	3	2	3	1	1	2	2	1	2			
CO4	3	2	1	2	3	1	1	3	2	2	3	3	2	3	1			
CO5	1	2	2	3	1	2	1	3	1	2	1	2	1	2	2			



Effective from Session:							
Course Code	EC209	Title of the Course	Digital Electronics	L	Т	Р	С
Year	Π	Semester	III/IV	3	1	0	4
Pre-Requisite	None	Co-requisite	None				
Course Objectives	 To understand the concepts mathematical form. Can identify To learn the Boolean Expression circuit including gates, adders, s To learn the analysis of various To understand the concept and c To understand the concepts of v and various memories. 	y type of complements, n, K- Map method. To subtractor, multiplexer a sequential circuits, flip design of asynchronous	can apply 1's and 2's complem understand the basic concepts ind encoders. flops, counters and various shif sequential logic.	ents. of vari t regis	ous co ter.	mbinatio	onal

	Course Outcomes
C01	Given a number, students shall be able to represent various conversion in mathematical form, identify type of complements, apply 1's and 2's complements and formulate conversion of any radix to decimal and decimal to any radix and solve 1's, 2's, 9's and 10's complements.
CO2	Given a Boolean Expression, student shall be able to analyze and evaluate various axioms and theorems also K- Map method. For a given Combinational circuit, student shall be able to understand its various building blocks and examine, analyze and evaluate various gates, adders, subtractor, multiplexer and encoders.
CO3	Given concept of sequential logic would be able to select suitable design of various flip flops, shift registers and counters.
CO4	Given concept of asynchronous sequential logic would be able to understand and analyze transition table, flow table, reduction of states and circuit with latches.
CO5	Given a AND and OR array, student shall be able to define various logic devices. Solve, analyze, and modify different PLD based design.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO					
1	Boolean algebra and Number System	Digital System and Binary Numbers: Singed binary numbers, fixed and floating point numbers, binary codes, cyclic codes, gray codes, error detecting and correcting codes, parity check and Hamming codes. Boolean Algebra and logic gates: Basic definition, axiomatic definition of Boolean algebra, basic theorem and properties of Boolean algebra, canonical and standard forms, other logic expressions.	8	1					
2	Combinational Logic: Combinational circuits, Analysis procedure, design procedure, binary adder subtractor, decimal adder, binary multiplier, magnitude comparator, decoder, encoder.								
3	Sequential Circuits	Latches, Flip-Flop, Shift Registers, Counters: Synchronous and Asynchronous sequential circuits.	8	3					
4	Asynchronous Sequential Logic	Analysis Procedure: circuit with latches, design procedure, reduction of state and flow table, race Free State assignment, Hazards.	8	4					
5	Memory	ROM: PROM, EPROM & EEPROM RAM: SRAM & DRAM PLD: PLA, PAL & FPGA	8	5					
Referen	ce Books:								
•	Mano M Morris / Digi	tal Design / Person Education India							
•	Mano M Morris/ Digi	tal Logic and Computer Design/ Person Education India							
•	G. K Kharate / Digital	Electronics/ Oxford University Press India							
•	Gopalan, K Gopal/ Int	roduction to Digital Microelectronics Circuits/ Mc Graw- Hill Education India							
٠	Jacob Millman and He	erbett Taub/ Pulse, Digital & Switching wave forms/ Mc- Graw- Hill Education India							
٠	Bignell James/ Digital	Electronics: Logic and Systems/ Cengage Learning							
e-Lear	rning Source:								
https://	/onlinecourses.nptel.ac.i	n/noc21_ee75/preview_							
https://	/youtu.be/X7M3rUxUp(<u>Dc</u>							
https://	/onlinecourses.nptel.ac.i	n/noc22_ee55/preview_							
https://	/youtu.be/oNh6V91zdP	<u>Y</u>							

					(Course A	Articula	ation M	atrix: (N	Iapping of	f COs with	POs and	PSOs)			
PO- PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4
CO																
CO1	3	3	3	1		1			1			2	3	2		1
CO2	3	3	3	1		1	1		1			1	3		1	
CO3	3	2	3	2	1	1			2			2	3		1	
CO4	3	3	2	2	1				1			2	3	2		
CO5	3	3	2	1					1			2	3		1	



Effective from Session: 2020	-21												
Course Code	CS-206 Title of the Course Discrete Structure L T												
Year	Π	Semester III											
Pre-Requisite	quisite None Co-requisite None												
Course Objectives	system:To asseUndersTo stud	s ss the working of CPU tand the control unit des by the memory organizat	of computer, their interconnection and data representation and become familiar with computer arithmetic's. ign using hardwired and micro programmed approach. ion and articulate design issues in each element of memory ganization, data transfer, and modes of communication.			n comp	uter						

	Course Outcomes
CO1	Describe the basic organization of computer and data representation techniques used in computer systems.
CO2	Use the computer arithmetic in designing of CPU.
CO3	Design the control unit using hardwired and micro programmed approach.
CO4	Resolve the issues arising in the design of elements of memory hierarchy.
CO5	Design the input output organization and resolve the issues arising in data transfer.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Set Theory	 Definition of Sets, Countable and Uncountable Sets, Venn Diagrams, Proofs of Some General Identities on Sets Relation: Definition, Types of Relation, Composition of Relations, Pictorial Representation of Relation, Equivalence Relation, Partial Ordering Relation. Function: Definition, Type of Functions, One to One, Into and Onto Function, Inverse Function, of Functions, Recursively Defined Functions. Theorem Proving Techniques: Mathematical Induction Simple and Strong), Pigeonhole Principle, Prove by Contradiction. 	9	1
2	Algebraic Structures	Definition, Properties, Types: Semi Groups, Monoid, Groups, Abelian Group, Properties of Groups, Subgroup, Cyclic Groups, Cosets, Factor Group, Permutation Groups, Normal Subgroup, Homomorphism and Isomorphism of Groups, Example and Standard Results, Rings and Fields: Definition and Standard Results.	8	2
3	Posets, Hasse Diagram and Lattices	Introduction, Ordered Set, Hasse Diagram of Partially, Ordered Set, Isomorphic Ordered Set, Well Ordered Set, Properties of Lattices, Bounded I and Complemented Lattices. Boolean Algebra: Basic Definitions, Sum of Products and Product of Sums, Form in Boolean Algebra, Logic Gates and Karnaugh Maps. Tree: Definition, Rooted Tree, Properties of Trees, Binary Search Tree, Tree Traversal.	9	3
4	Propositional Logic	Proposition, First Order Logic, Basic Logical Operation, Truth Tables, Tautologies, Contradictions, Algebra of Proposition, Logical Implications, Logical Equivalence, Predicates, Universal And Existential Quantifiers.	7	4
5	Combinatorics & Graphs	Recurrence Relation, Generating Function, Simple Graph, Multi Graph, Graph Terminology, Representation of Graphs, Bipartite, Regular, Planar and Connected Graphs, Connected Components in a Graph, Euler Graphs, Hamiltonian Path and Circuits, Graph Coloring, Chromatic Number, Isomorphism and Homomorphism of Graphs.	8	5
Referen	ce Books:			
1.	Liptschutz, Seymour,	"Discrete Mathematics", McGraw Hill.		
2.	Trembley, J.P & R. M	anohar, "Discrete Mathematical Structure with Application to Computer Science", McGraw Hill		
3.	Kenneth H. Rosen, "D	Discrete Mathematics and its applications", McGraw Hill.		
4.	Deo, Narsingh, "Grap	h Theory With application to Engineering and Computer Science.", PHI.		
5.	Krishnamurthy, V., "C	Combinatorics Theory & Application", East-West Press Pvt. Ltd., New Delhi.		
e-Lear	rning Source:			

https://onlinecourses.nptel.ac.in/noc20_cs82/preview

		Course Articulation Matrix: (Mapping of COs with POs and PSOs)																
PO- PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO5	PSO6	PSO7
CO																		
CO1	1	2	2	3	1	2	1	3	1	2	1	2	1	2	2			
CO2	3	2	1	1	1	2	3	2	2	2	3	1	3	2	2			
CO3	2	2	2	2	1	1	3	2	3	1	1	2	2	1	2			
CO4	3	2	1	2	3	1	1	3	2	2	3	3	2	3	1			
CO5	1	2	2	3	1	2	1	3	1	2	1	2	1	2	2			



Effective from Session: 2020)-21											
Course Code	CS-203	Title of the Course	Cyber Law & Information Security	L	Т	Р	С					
Year	II Semester III 2											
Pre-Requisite	re-Requisite None Co-requisite None											
Course Objectives	domain Knowle severity Knowle availab	theft edge on the disciplines of of information security edge about Information ility)	intellectual property and cyber crimes(internet security of technology, E-business and law to allow them to minimize v incidents. System and principles of Information Security (as confiden d techniques used to detect and prevent network intrusions.	e the o	ccurren	ce and	and					

	Course Outcomes
CO1	Understand key terms and concepts in cyber law, intellectual property and cybercrimes(internet security threats), trademarks and domain
	theft.
CO2	Keep an appropriate level of awareness, knowledge and skill on the disciplines of technology, E-business and law to allow them to minimize
	the occurrence and severity of information security incidents.
CO3	Understand about Information System and principles of Information Security (as confidentiality, integrity, and availability)
CO4	Understand about cryptography and techniques used to detect and prevent network intrusions.
CO5	

Unit No.	Title of the Unit	Contact Hrs.	Mapped CO					
1	Fundamentals of Cyber Law	Jurisprudence of Cyber Law, Object and Scope of the IT Act 2000, Introduction to Indian Cyber Law, Unicitral Model Law, ISP Guideline. Intellectual property issues and cyber space, Indian perspective, Overview of Intellectual property related legislation in India, Patent, Copy Right, Trademark law, Law related to semiconductor layout &design.	8	1				
2	Issues of privacy, Wireless Computing- Security challenges in Mobile devices. Digital Signatures - Technical issues, legal issues, Electronic Records, Digital Contracts, and Requirements of Digital Signature System.							
3	Investigation and Ethics	Cyber Crime, Cyber jurisdiction, Cyber crime and evidence act, Treatment of different countries of cyber crime, Ethical issues in data and software privacy, Plagiarism, Pornography, Tampering computer documents, Data privacy and protection, Domain Name System, Software piracy, Issues in ethical hacking. Internet security threats: Hacking, Cracking, Sneaking, Viruses, Trojan horse, Malicious Code & logic bombs.Introduction to biometric security and its challenges, Finger prints.Cyber crime forensic: CASE STUDY in Cyber Crime.	9	3				
4	Information security	Information Systems and its Importance, Role of Security in Internet and Web Services, Principles of Information Security, Classification of Threats and attacks, Security Challenges, Security Implication for organizations, Security services - Authentication, Confidentiality, Integrity, Availability and other terms in Information Security, Information Classification and their Roles. Introduction to Cryptography, Issues in Documents Security, Keys: Public Key, Private Key, Firewalls, Basic Concepts of Network Security, Perimeters of Network protection & Network attack, Need of Intrusion Monitoring and Detection.	9	4				
Referen	ce Books:							
1	1. Harish Chander "Cyl	ber Law and IT Protection", PHI Publication, New Delhi						
4	2. Merkov, Breithaupt,	'Information Security", Pearson Education						
	3. "Cyber Law in India	" - Farooq Ahmad-Pioneer books.						
2	4. K. K. Singh, Akansh	a Singh "Information Security and Cyber law", Umesh Publication, Delhi						
e-Lear	ning Source:							
https:/	//nptel.ac.in/courses/10	6106129						

		Course Articulation Matrix: (Mapping of COs with POs and PSOs)																
PO- PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO5	PSO6	PSO7
СО																		
CO1	1	2	2	3	1	2	1	3	1	2	1	2	1	2	2			
CO2	3	2	1	1	1	2	3	2	2	2	3	1	3	2	2			
CO3	2	2	2	2	1	1	3	2	3	1	1	2	2	1	2			
CO4	3	2	1	2	3	1	1	3	2	2	3	3	2	3	1			
CO5	1	2	2	3	1	2	1	3	1	2	1	2	1	2	2			



Effective from Session: 2020	Effective from Session: 2020-21													
Course Code	CS208	Title of the Course	DATA STRUCTURE USING C LAB	L	Т	Р	С							
Year	II	Semester III (
Pre-Requisite	None	None Co-requisite None												
Course Objectives	To designTo introduTo identif	and implement various and implement various and apply the suitable	halyze simple linear and non linear data structures. data structure algorithms. For representation of the data in the real world. data structure for the given real world problem roblems with the help of fundamental data structures											

	Course Outcomes
CO1	Able to handle operations like insertion, deletion, traversing mechanism etc. on various data structures.
CO2	Able to implement the stack, Queue and their applications
CO3	Able to implement different types of trees and Binary Tree Traversal.
CO4	Able to implement different Sorting and Search methods
CO5	Able to perform basic operations (creation and traversal) on graphs and determine minimum spanning tree

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	To implement traversing, insertion and deletion in arrays.	2	1
2	To implement, addition, Multiplication of Two sparse Matrices.	2	1
3	To implement insertion, deletion and pattern matching of a substring in a given string using linked list.	2	2
4	To implement Insertion and deletion in Singly Linked List at Given Location as well as for a Given Item in sorted List.	2	2
5	To Implement Insertion and deletion in Circular Linked List.	2	3
6	To implement insertion and Deletion in Stack and Queue using arrays and pointer.	2	3
7	To implement Fibonacci Series and Tower of Hanoi Using Recursion.	2	4
8	Creation of Trees and Tree Traversal Algorithms: Recursive and Non-Recursive.	2	4
9	Creation of Graphs and Graph Traversal Algorithms. Sorting: Insertion Sort Quick Sort Merge Sort Bubble Sort Heap Sort	2	5
10	Implementation of Sparse Matrix and Polynomial using Link list.	2	5

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO	FOI	FO2	105	F04	F05	FU0	F0/	100	F09	F010	FUIT	FO12	1301	F302	1303
CO1	3	3	3	2	2	1					2	1	1		
CO2	3	3	3	3	3	1					2	1	3		
CO3	3	3	3	3	3	1					2	1	3		
CO4	3	3	3	3	3	1					2	1	2		1
CO5	3	3	3	3	3	1					2	1	1		2



Effective from Session: 2020	Effective from Session: 2020-21													
Course Code	CS272	Title of the Course	Python Programming	L	Т	Р	С							
Year	Π	Semester	III	3	1	0	4							
Pre-Requisite	None	None Co-requisite None												
Course Objectives	system analy Major Course 1. To acquire 2. To acquire 3. To develop	sts, program managers e learning objectives programming skills in o Object Oriented Skills the skill of designing O	•											

	Course Outcomes
CO1	Object Oriented Programming paradigm and its use in web programming
CO2	Basic principles of Python programming language and its integration with database
CO3	Python programming techniques to accessing Data in Structured Flat- File Form and sending Data in Unstructured File Form.
CO4	Problem solving and programming capability of python programming
CO5	Develop an application using python for Multithreading

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction to Python Environment	History and development of Python, Why Python? Grasping Python's core philosophy, discovering present and future development goals, working at the command line or in the IDE, Installing Anaconda on Windows, Linux and MAC, variables, data types. Output statements.	9	1
2	Expressions and Control Statements	Working with Numbers and Logic, Performing variable assignments, Doing arithmetic, Comparing data using Boolean expressions, Creating and Using Strings, Interacting with Dates, Creating and Using Functions, Calling functions in a variety of ways, Using Conditional and Loop Statements, Making decisions using the if statement, Choosing between multiple options using nested decisions, Performing repetitive tasks using for, Using the while statement.	9	2
3	Data Structures	8	3	
4	Data Management	Introduction to RDMS, Working with Real Data, Uploading small amounts of data into memory, Streaming large amounts of data into memory, Sampling data, Accessing Data in Structured Flat- File Form, Sending Data in Unstructured File Form, Managing Data from Relational Databases.	8	4
5	CGI and GUI Programming in Python	Classes and Objects, Regular Expressions, CGI Programming, Networking, Sending Email, Multithreading, XML Processing, GUI Programming, Extending and Embedding Python	8	5
Referen	ce Books:			
Python:	Essential Reference, by	David M. Beazley		
Core Py	thon Programming, by V	Vesley J. Chun, Prentice Hall		
Python I	Programming: An Introc	luction to Computer Science, by John M. Zelle, Franklin – Beedle and Associates		
Professi	onal Ruby on Rails by N	Joel Rappin, Wiley India Pvt Ltd		
Learn R	uby on Rails: Book one,	by Daniel Kehoe		

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO	101	102	105	104	105	100	10/	108	109	1010	1011	1012	1301	1302	1505
CO1	3	3	2									3			
CO2	3	3	2	1	2							3			
CO3	3	3	2	2	2							3			
CO4	3	2	3	2	2							2			
CO5	3	2	3	2	3							2			



Effective from Session: 2020	Effective from Session: 2020-21													
Course Code	CS-271	Title of the Course	itle of the Course OBJECT ORIENTED CONCEPT USING JAVA LAB											
Year	II	Semester	0	2	1									
Pre-Requisite	None	e Co-requisite None												
Course Objectives	To be ableTo learn theTo learn the	to develop logics which the use of exception hand the use of methods and	6	C	ge.									

	Course Outcomes
CO1	Use an integrated development environment to write, compile, run, and test simple object-oriented Java programs.
CO2	Read and make elementary modifications to Java programs that solve real-world problems.
CO3	Validate input in a Java program.
CO4	Identify and fix defects and common security issues in code.
CO5	Document a Java program using Javadoc.

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	Create a class named 'Student' with String variable 'name' and integer variable 'roll_no'. Assign the value of roll_no as '2' and that of name as "John" by creating an object of the class Student.	2	1
2	Print the average of three numbers entered by user by creating a class named 'Average' having a method to calculate and print the average.	2	1
3	Write a program that would print the information (name, year of joining, salary, address) of three employees by creating a class named 'Employee'.	2	2
4	Write a program to print the area and perimeter of a triangle having sides of 3, 4 and 5 units by creating a class named 'Triangle' with constructor having the three sides as its parameters.	2	2
5	Write a program to perform inheritance where animal is the superclass and cat is the subclass.	2	3
6	Write a java program to calculate the average value of array elements where array elements are {20,30,25,25,-16,60,-100}	2	3
7	Program to calculate any shape area while using Encapsulation	2	4
8	Program to perform Overloading by changing datatypes of parameters	2	4
9	Write a program to print the names of students by creating a Student class. If no name is passed while creating an object of Student class, then the name should be "Unknown", otherwise the name should be equal to the String value passed while creating object of Student class.	2	5

PO-PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	1	1	2		3		3						2		1
CO2	1	1	1	2	1		3						2	1	1
CO3	1	2	2	2			3							1	1
CO4	1		2	2			3						2	1	1
CO5	1	2	1				3						2	1	



Effective from Session: 2016-17														
Course Code	CS-207	Title of the Course	Computer Graphics	L	Т	Р	С							
Year	II	Semester	IV	3	1	0	4							
Pre-Requisite	None	Co-requisite	None											
Course Objectives	 Study c Knowle Basic c (Transl 	of algorithms for Line gedge of mapping from a oncepts and principles of ation, Scaling, Rotation	raphics components and their relevance to classical and mode eneration, Curve generation, Display File, Segments and Pol world coordinate system to device coordinates, clipping, an of Two Dimensional & Three Dimensional Computer Grap , Reflection, Shearing and problems based on these). Iden line surface removal techniques and concepts on Anima	ygon i d proj hics pi	filling. ections		ions							

	Course Outcomes
CO1	Know about the concept of Computer Graphics components and their relevance to classical and modern problems.
CO2	Know about the concept of writing algorithms for Line generation, Curve generation, Display File, Segments and Polygon filling.
CO3	Know about the concept of mapping from a world coordinate system to device coordinates, clipping, and projections.
CO4	Know about the concept and principles of Two Dimensional & Three Dimensional Computer Graphics primitive operations (Translation,
	Scaling, Rotation, Reflection, Shearing and problems based on these).
CO5	Know about the concept of Curve generation, Hidden line surface removal techniques and concepts on Animation.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction	Representing Pictures, Pixels and Frame Buffers, Vector and Character Generation. Graphics Primitives: Display Devices, Primitive Devices, Display File Structure, Display Control Text. Line Drawing Algorithms: Digital Differential Analyzer, Bresenham's Algorithms. Circle Generation: Bresenham's, Mid Point Algorithm.	8	1
2	Polygon	Polygon Representation, Entering Polygons, Filling Polygons: Flood Fill Algorithm, Boundary-Fill Algorithm and Scan-line Polygon Filling Algorithm. Segments: Segments Table, Creating Deleting and Renaming Segments, Visibility, Image Transformations.	8	2
3	Two Dimensional Transformations	Representation of Points, Homogeneous Coordinates. Transformation: Translation, Rotation, Scaling, Reflection, Shearing. Windowing : Introduction, Viewing Transformation- Window to Viewport Coordinate Transformation Multiple Windowing. Clipping: Line Clipping-Cohen-Sutherland, Midpoint Subdivision, Cyrus-Beck Algorithm, Polygon Clipping-Sutherland-Hodgman.	9	3
4	Three Dimensional Transformation	3-D Geometry Primitives, Transformations: Translation, Rotation, Scaling, Reflection, Shearing. Projection: Orthographic, Axonometric, Oblique, Perspective.	7	4
5	Hidden Line and Surface	Back Face Removal Algorithms, Hidden Line Methods: Floating Horizon, Z-Buffer, Painter's Algorithm, Warnock's Algorithm. Introduction to Curve Generation, Bezier, Hermite and B-spline Algorithms and their Comparisons. Surface Rendering: Simple Illumination Model, Phong&Gourad Shading. Animation: Introduction, Design of Animation Sequences, Keyframe System, Parameterized System, Morphing, Motion Specification.	9	5
Referen	ce Books:			
1.	Rogers, "Procedural E	lements of Computer Graphics", McGraw Hill.		
2.	Rogar and Adams, "M	athematical Elements of Computer Graphics", McGraw Hill .		
3.	Newman and Sproul,	'Principle of Interactive Computer Graphics", Mc G raw Hill.		
4.	Steven Harrington, "C	omputer Graphics", A programming Approach 2nd Edition.		

						Cour	se Arti	culatio	n Matri	ix: (Map	ping of	COs with	POs an	d PSOs)				
PO- PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO4	PSO5	PSO6	PSO7
CO																		
CO1	1	2	2	3	1	2	1	3		2	1	2	1		2			
CO2	3	2		1	1	2		2	2	2		1	3	2				
CO3			2	2	1		3		3		1	2			2			
CO4	3	2		2	3	1	1	3	2	2		3	2	3	1			
CO5		2	2	3	1	2	1	3		2	1	2		2				



Effective from Session: 2020)-21						
Course Code	CS-212	Title of the Course	Database Management System	L	Т	Р	С
Year	Π	Semester	IV	3	1	0	4
Pre-Requisite	None	Co-requisite	None				
Course Objectives	the • To bas • To log • To rec	Entity-Relationship mo build concepts of relati ic SQL as a universal da demonstrate the princip ical design through norr provide an overview o over from deadlock.	ional data model design by writing database queries using atabase language bles behind systematic database design approaches by cov	Relat	ional A	Algebra tual des	and sign,

	Course Outcomes
CO1	Explain the features of database management systems and relational database.
	Design conceptual models of a database using ER modeling for real life applications
CO2	Create and populate a RDBMS for a real life application, with constraints and keys, using SQL. Retrieve any type of information from a
	database by formulating complex queries in SQL & Relational Algebra.
CO3	Analyze the existing design of a database schema and apply concepts of normalization to design an optimal and efficient database.
CO4	Analyze the concepts of indexing, hashing, database transactions, serializability, recoverability, deadlock, and ways to recover from deadlock.
CO5	Explain database locks, timestamps and various concurrency control protocols to manage concurrent database access.

1 Introduction: An Overview of Database Management System, Database System Vs File, System, Database System Concepts and Architecture, Data Models Schema and Instances, Data Independence and Data Base Language and Interfaces, Data Definitions Language, DML, Overall Database Structure. 8 1 1 Data Modeling Using the Entity Relationship Model: ER Model Concepts, Notation for ER Diagram, Examples based on E-R diagram, Mapping Constraints, Keys, Concepts of Super Key, Candidate Key, Primary Key, Generalization, Aggregation, Reduction of an ER Diagrams to Tables, Extended ER Model, Relationships of Higher Degree. 8 1 2 Relational Data Model and Language: Relational Data Model Concepts, Integrity Constraints: Entity Integrity, Referential Integrity, Keys Constraints, Domain Constraints, Relational Algebra, Relational Calculus, Tuple and Domain Calculus. 8 2 2 Introduction to SQL: Characteristics of SQL. Advantage of SQL. SQL Data Types and Literals. Types of SQL Commands. SQL Operators and Their Procedure. Tables, Views and Indexes. Queries and SbU Queries. Aggregate Functions. Insert, Update and Delete Operations. Joins, Unions, Intersection, Minus, Cursors in SQL. 8 3 3 Data Bode Design & Normalization: Surge Proceeds. Normal Forms, First, Second, Third Normal Forms, BCNF, Inclusion Dependences, Loss Less Join Decompositions, Normalization using FD, MVD, and JDs, Alternative Approaches to Database Design. 8 4 4 Indexing & Hashing: Basic Concepts. H- Tree Index Files, B- Tree Index Files, Static Hashing, Dynamic Hashing. 8 5	Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
2 Constraints: Entity Integrity, Referential Integrity, Keys Constraints, Domain Constraints, Relational Algebra, Relational Calculus, Tuple and Domain Calculus, Introduction to SQL: Characteristics of SQL, Advantage of SQL. SQL Data Types and Literals. Types of SQL Commands. SQL Operators and Their Procedure. Tables, Views and Indexes. Queries and Sub Queries. Aggregate Functions. Insert, Update and Delete Operations. Joins, Unions, Intersection, Minus, Cursors in SQL. 8 2 3 Data Base Design & Normalization: Functional Dependencies, Normal Forms, First, Second, Third Normal Forms, BCNF, Inclusion Dependences, Loss Less Join Decompositions, Normalization using FD, MVD, and DD, Alternative Approaches to Database Design. 8 3 4 Indexing & Hashing: Basic Concepts, B+ Tree Index Files, B- Tree Index Files, Static Hashing, Dynamic Hashing. 8 4 5 Concurrency Control Techniques: Concurrency Control, Locking Techniques devery from Transaction Failures, Log Based Recovery, Checkpoints, Deadlock Handling. 8 5 Reference Books: Intenduction to Database Systems", Addison Wesley 8 5 2 Elmasari, Navathe, "Fundamentals of Database Systems", Addison Wesley 5 8 5	1		System, Database System Concepts and Architecture, Data Models Schema and Instances, Data Independence and Data Base Language and Interfaces, Data Definitions Language, DML, Overall Database Structure. Data Modeling Using the Entity Relationship Model: ER Model Concepts, Notation for ER Diagram, Examples based on E-R diagram, Mapping Constraints, Keys, Concepts of Super Key, Candidate Key, Primary Key, Generalization, Aggregation, Reduction of an ER	8	1
3 Second, Third Normal Forms, BCNF, Inclusion Dependences, Loss Less Join Decompositions, Normalization using FD, MVD, and JDs, Alternative Approaches to Database Design. 8 3 3 Storage and File Structure: Overview of Physical Storage Media, File Organization, Organization of Records in File, Data Dictionary Storage. 8 3 4 Indexing & Hashing: Basic Concepts, B+ Tree Index Files, B- Tree Index Files, Static Hashing, Dynamic Hashing. 8 4 5 Concurrency Control Techniques: Concurrency Control, Locking Techniques for Concurrency Control Techniques: Concurrency Control, Validation Based Protocol, Multiple Granularity, Multi Version Schemes, Recovery with Concurrent Transaction. 8 5 Reference Books: 1 Korth, Silbertz, Sudarshan, "Data base concepts", Addison Wesley 8 5 3 Date C.J., "An Introduction to Database Systems", Addison Wesley 8 6	2		Constraints: Entity Integrity, Referential Integrity, Keys Constraints, Domain Constraints, Relational Algebra, Relational Calculus, Tuple and Domain Calculus. Introduction to SQL: Characteristics of SQL, Advantage of SQL. SQL Data Types and Literals. Types of SQL Commands. SQL Operators and Their Procedure. Tables, Views and Indexes. Queries and Sub Queries. Aggregate Functions. Insert, Update and Delete	8	2
4 Hashing, Dynamic Hashing. Transaction Processing Concepts: Transaction System, Testing of Serializability, Serializability of Schedules, Conflict & View Serializable Schedule, Recoverability, Recovery from Transaction Failures, Log Based Recovery, Checkpoints, Deadlock Handling. 8 4 5 Concurrency Control Techniques: Concurrency Control, Locking Techniques for Concurrency Control, Time Stamping Protocols for Concurrency Control, Validation Based Protocol, Multiple Granularity, Multi Version Schemes, Recovery with Concurrent Transaction. 8 5 Reference Books: 1. Korth, Silbertz, Sudarshan, "Data base concepts", McGraw-Hili 8 5 2. Elmasari, Navathe, "Fundamentals of Database Systems", Addison Wesley 5 Genere:	3		 Data Base Design & Normalization: Functional Dependencies, Normal Forms, First, Second, Third Normal Forms, BCNF, Inclusion Dependences, Loss Less Join Decompositions, Normalization using FD, MVD, and JDs, Alternative Approaches to Database Design. Storage and File Structure: Overview of Physical Storage Media, File Organization, Organization of Records in File, Data Dictionary Storage. 	8	3
5 Concurrency Control, Time Stamping Protocols for Concurrency Control, Validation Based Protocol, Multiple Granularity, Multi Version Schemes, Recovery with Concurrent 8 5 Reference Books: 1. Korth, Silbertz, Sudarshan, "Data base concepts", McGraw-Hili 5 2. Elmasari, Navathe, "Fundamentals of Database Systems", Addison Wesley 5 3. Date C.J., "An Introduction to Database Systems", Addison Wesley 5 e-Learning Source:	4		Hashing, Dynamic Hashing. Transaction Processing Concepts: Transaction System, Testing of Serializability, Serializability of Schedules, Conflict & View Serializable Schedule, Recoverability, Recovery from Transaction Failures, Log Based Recovery, Checkpoints, Deadlock	8	4
 Korth, Silbertz, Sudarshan, "Data base concepts", McGraw-Hili Elmasari, Navathe, "Fundamentals of Database Systems", Addison Wesley Date C.J., "An Introduction to Database Systems", Addison Wesley e-Learning Source:	5		Concurrency Control, Time Stamping Protocols for Concurrency Control, Validation Based Protocol, Multiple Granularity, Multi Version Schemes, Recovery with Concurrent	8	5
Elmasari, Navathe, "Fundamentals of Database Systems", Addison Wesley Date C.J., "An Introduction to Database Systems", Addison Wesley e-Learning Source:	Referen				
3. Date C.J., "An Introduction to Database Systems", Addison Wesley e-Learning Source:			• •		
e-Learning Source:					
	3.	Date C.J., "An Introdu	action to Database Systems", Addison Wesley		
https://onlinecourses.nptel.ac.in/noc22_cs51/preview	e-Lear	rning Source:			
	https://	/onlinecourses.nptel.ac.i	n/noc22_cs51/preview		

						Cour	se Arti	culatio	n Matri	ix: (Map	ping of (COs with	POs an	d PSOs)				
PO- PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO6	PSO7
CO																		
CO1	3	1	1	1	1	2		2	2	1		3	1	1		2		
CO2	2	2	3	3	2	1		1	2			2	1	2	1	3		
CO3	3	2	1	1	2	2	3	1	2			3	1	2	1			
CO4	3	2	2	2	3	3				1		2		1	2	2		
CO5	3	1	1	1	1	2	1					2	1	3	2			



Effective from Session: 2020)-21						
Course Code	CS-284	Title of the Course	Computer Organization & Architecture	L	Т	Р	С
Year	Π	Semester	IV	3	1	0	4
Pre-Requisite	None	Co-requisite	None				
Course Objectives	To assess the hardwired an	working of cpu and be	nputer, their interconnection and data representation technique come familiar with computer arithmetic's. Understand the approach. To study the memory organization and articula	control	l unit d	esign u	sing

	Course Outcomes
CO1	Describe the basic organization of computer and data representation techniques used in computer systems.
CO2	Resolve the issues arising in the design of elements of memory hierarchy.
CO3	Explain and design the control unit using hardwired and micro programmed approach.
CO4	Acquire the knowledge of advanced concepts of performance measure and parallel processing.
CO5	Explain and compare high performance processors.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO					
1	Introduction to Computer Organization & Architecture	Elements of Digital Computer, Bus Architecture and Bus Arbitration, Micro-operation, Register Transfer, Bus and Memory Transfer, Data Representation, Addition and Subtraction of Signed Numbers, Booth Algorithm.	8	1					
2	Memory and Processor Organization	Memory: Main, Cache, Auxiliary and Virtual Memory, Concept of Address Mapping, Addressing Modes, Central Processing Unit (CPU): Single Accumulator, General Register, and Stack Organization. RISC and CISC Characteristics.	8	2					
3	3 Hardwired and Instruction Formats, Instruction and Interrupt Cycle, Timing and Control, Hardwired Control Micro Programmed Control Design: Design of Computer Registers, Execution of a Computer Instruction, Micro Programmed Control Design: Basic Concept of Micro Programmed Control design, Microprogram Sequencer.								
4	Parallel and Pipeline Processing	Introduction to Parallel Processing, Parallel Architecture Classification, Performance of Parallel Processors, Pipelining: Introduction, Arithmetic Pipeline, Instruction Pipeline, Introduction to different types of available computers.	8	4					
5	High Performance Processors	Superscalar, Vector, and VLIW Architecture, Cache Architecture: Cache Coherence and Synchronization Mechanism, Interconnection Network for Parallel Computers.	8	5					
Referen	ce Books:								
1.	"Computer System Ar	ch." By- Morris Mano, Prentice Hall India, New Delhi.							
2.	"Computer Organizati	on." By- Vranesic&Hamacher, Tata Mgraw Hill, New Delhi							
3.	"Kai Hwang", Advanc	ed Computer Architecture, McGraw Hill International.							
4.	"Moreshwar R. Bhuja	de", Parallel Computing, New Age International.							
e-Lear	ning Source:								
	/nptel.ac.in/courses/1061	105163							

						Cour	se Arti	culation	n Matri	ix: (Map	ping of (COs with	POs and	d PSOs)				
PO- PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO6	PSO7
CO																		
CO1	3	2		1		2					1	2	2		3			
CO2	2		3	2	3			1			3	3						
CO3	3	3	3	2	2						1		2	1		2		
CO4	3	3	2		3	3					3	3				1		
CO5	3		3	3	2	2	1		1	2	1	2		2				
				1-		Low	Correl	ation; 2	2- Mod	erate Co	rrelation	1; 3- Sub	stantial (Correlati	on			



Effective from Session: 2020)-21					Effective from Session: 2020-21 Course Code CS-281 Title of the Course Graph Theory & Applications L T P C													
Course Code	CS-281	Graph Theory & Applications	L	Т	Р	С													
Year	Π	Semester	IV	3	1	0	4												
Pre-Requisite	None	Co-requisite	None																
Course Objectives	create mather theory in subs computer sys	natical proofs, including sequent courses in the de	aph theory in view of its applications in modern science. Le g an appreciation of its significance in computer science. Use esign and analysis of algorithms, computability theory, softw 5 the theory of probability in study of random phenomena, ar	e the c vare ei	oncepts ngineer	of Gra ing and	ph												

	Course Outcomes
CO1	Demonstrate the knowledge of fundamental concepts in graph theory, including properties and
	characterization of graphs and trees.
CO2	Apply models of Graph theory, Probability theory respectively to solve problems of connectivity and uncertainty.
CO3	Analyzing graphs, trees and random phenomena occurring in real life situations using Graph theory.
CO4	Interpret the models of Graph theory, Probability theory for real life and engineering problems.
CO5	Develop efficient algorithms for graph related problems in different domains of engineering and science.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction to Computer Organization & Architecture	Graphs, Sub Graphs, Walks, Path & Circuits, Connected Graphs, Disconnected Graphs, Operations on Graphs, Euler Graphs, Hamiltonian Paths and Circuits, Trees, Pendant Vertices in Trees, Distance & Centers in Trees; Spanning Trees, Fundamental Circuits. Finding all Spanning Trees of a Weighted Graphs.	8	1
2	Memory and Processor Organization	Cut Sets and Cut Vertices, Properties of all Cut Sets in a Graph, Fundamental Circuit & Cut Set, Connectivity and Separability, Network Flows, Isomorphism. Planar Graphs, Combinatorial and Geometric Dual, Kuratowski's two Graph, Detection of Planarity	8	2
3	Hardwired and Micro Programmed Control	Introduction to Vector Space of a Graph and Vectors, Matrix Representation of Graph: Incidence Matrix and its Sub Matrices, Circuit Matrix and Cut Set Matrix, Path Matrix and Relationship Among Ar, Bf and Cf, Adjacency Matrices, Rank-Nullity Theorem.	8	3
4	Parallel and Pipeline Processing	Colouring, Covering & Partitioning of a Graph: Chromatic Number, Chromatic Partitioning, Chromatic Polynomials, Matching, Covering, Four Colour Problem. Directed Graphs: Definitions, Types, Digraphs and Binary Relations	8	4
5	High Performance Processors	Applications of Graph Theory: Analysis and Synthesis of Contact Network, Activity Networks in Project Planning: Analysis of an Activity Network, Graphs in Game Theory, Graphs in Computer Programming.	8	5
Referen	ce Books:			
1.	DeoNarsingh, Graph	Theory with Applications to Engineering and Computer Science, PrenticeHall, India, 1974.		
2.	Bondy J.A. and U.S. M	Jurthy, Graph Theory with Applications, The Macmillan Press Ltd., 1976.		
3.	Harary F., Graph Theo	ory, Addison-Wesley publishing Co., 1972.		
	• 9			

e-Learning Source:

https://onlinecourses.nptel.ac.in/noc22_ma10/preview#:~:text=Graph%20theory%20began%20in%201736,science%20and%20network%20information%20science

						Cour	se Arti	culation	n Matri	ix: (Map	ping of (COs with	n POs and	d PSOs)				
PO- PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO4	PSO5	PSO6	PSO7
CO																		
CO1	3	3	2	1	1	3			1	1	1	3	2		3			
CO2	3	3	3	2	3		3	1			3	3						
CO3	3	2	1	1	2				2		1			1		2		
CO4	3	2	2		3	3					3	3				1		
CO5	3	1	1	1	2	2	1		1	2	1	2		2				



Effective from Session: 2020)-21											
Course Code	CS282	Title of the Course	ADVANCE JAVA PROGRAMMING LAB	L	Т	Р	С					
Year	II Semester IV 0											
Pre-Requisite	None	Co-requisite	None									
Course Objectives	To be ableTo learn theTo learn the	e to develop logics whic he use of JDBC-ODBC he use of jsp and servlet		langua	ge.							

	Course Outcomes								
CO1	Able to understand the basic concepts of Advance java Programming.								
CO2	Able to design and develop various web pages using applet.								
CO3	Able to analyze and develop programs on Servlet and JSP.								
CO4	Able to develop programs on different project using Swing and Bean.								
CO5	Able to implement programs using JDBC-ODBC								

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	Create GUI application using AWT & Applet classes.	2	1
2	Design & develop the client-server application using NET package.	2	1
3	Implement database application using JDBC package.	2	2
4	Create client server Application using RMI.	2	2
5	Introduction to Java Beans and EJB program.	2	3
6	Describe & develop Java Servlet ,HTTP request and response program.	2	3
7	Create a Servlet program for cookies	2	4
8	Create application using Java Swing package.	2	4
9	Introduction to Java Server Pages and its sample programs.	2	5
10	Design program for JSP by using JSP Exception and JSP Action Elements.	2	5

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO	101	102	100	10.	1.00	100	10/	100	10/	1010	1011	1012	1501	1502	1500
CO1	1	1	2		3		3						2		1
CO2	1	1	1	2	1		3						2	1	1
CO3	1	2	2	2			3							1	1
CO4	1		2	2			3						2	1	1
CO5	1	2	1				3						2	1	



Effective from Session: 2020)-21						
Course Code	CS220	Title of the Course	DBMS LAB	L	Т	Р	С
Year	Π	Semester	IV	0	0	2	1
Pre-Requisite	None	Co-requisite	None				
Course Objectives	To demonDevelop sDescribe t	strate the use of constra olutions for database ap he basics of SQL and co	ts, applications, data models, schemas and instances. ints and relational algebra operations. plications using procedures, cursors and triggers onstruct queries using SQL. icy control and transaction management.				

	Course Outcomes
CO1	Able to understand the basics of SQL and construct queries using SQL in database creation and interaction.
CO2	Able to using COUNT, SUM, AVG, MAX, MIN, GROUP BY, HAVING, VIEWS Creation and Dropping.
CO3	Ability to formulate queries using SQL DML/DDL/DCL commands.
CO4	Understand various advanced queries execution such as relational constraints, joins, set operations, trigger.
CO5	Able to design a commercial relational database system by writing SQL using the system.

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	Database design using E-R Model and Normalization.	2	1
2	Write the queries for DDL, DML & DCL.	2	1
3	Write Queries using Logical Operators (=, <, > etc.)	2	2
4	Write queries using SQL operators (BETWEENAND, IN(list), LIKE, ISNULL and along with Negation expressions.)	2	2
5	Write SQL query using Character, Number, Date and Group Functions.	2	3
6	Write SQL Queries for Relational Algebra (UNION, INTERSECT and MINUS etc.)	2	3
7	Write queries for extracting data from more than one table (Equi-Join, Non-Equi Join, Outer Join)	2	4
8	Write SQL Queries for Sub queries, Nested queries.	2	4
9	Concept of COMMIT, ROLLBACK and CHECK POINTS.	2	5
10	Creation of Views.	2	5

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
СО	101	102	105	104	105	100	10/	100	10)	1010	1011	1012	1501	1502	1505
CO1	3	2	3	2	2	1					2	3	1	2	
CO2	2	3	3	2	3	1					2	1	3		
CO3	3	3	2	3	3	3					1	2	1	1	
CO4	3	3	3	2	3	1					3	1	2		2
CO5	3	2	3	1	3	1					2	1	1		2



Effective from Session: 2020	Effective from Session: 2020-21													
Course Code	CS283	Title of the Course	COMPUTER GRAPHICS LAB	L	Т	Р	С							
Year	II	Semester	0	0	2	1								
Pre-Requisite	Pre-Requisite None Co-requisite None													
Course Objectives	2. Learn algo	I the need of developing rithmic development of epresentation and transf	graphics application graphics primitives like: line, circle, polygon etc. formation of graphical images and pictures.											

	Course Outcomes
CO1	Implement basic algorithms related to line & circle drawing.
CO2	Implement various line & circle drawing algorithms.
CO3	Hands on experiments on 2D transformations.
CO4	Conceptual implementation of clipping and other drawing algorithms.
CO5	Describe the importance of viewing and projections.

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	Basic Structure of a C-graphics program	2	1
2	Digital Differential Analyzer Algorithm	2	1
3	Bresenham's Line Drawing Algorithm	2	2
4	Midpoint Circle Generation Algorithm	2	2
5	Two Dimensional Transformations	2	3
6	Write a C Program to make a moving car using inbuilt functions.	2	3
7	Write a C Program to make a hut using inbuilt functions.	2	4
8	Write a C Program to make a fish using inbuilt functions.	2	4
9	Write a C Program to draw Triangle using draw poly functions.	2	5
10	Write a C program to draw Bezier curve.	2	5

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
СО	101	102	105	104	105	100	10/	108	109	1010	1011	1012	1501	1302	1505
CO1	2	2	1	1	1	Ι	-	-	-	-	-	-	-	2	1
CO2	2	2	1	1	1	Ι	-	-	-	-	-	-	-	2	1
CO3	2	2	1	2	1	Ι	-	-	-	-	-	-	-	2	1
CO4	2	2	1	2	1	-	-	-	-	-	-	-	-	2	1
CO5	2	2	2	3	2	-	-	-	-	-	-	-	-	2	1



Effective from Session: 2020	Effective from Session: 2020-21													
Course Code	CS270	Title of the Course	Object Oriented Concepts using Java	L	Т	Р	С							
Year	Π	Semester	III	3	1	0	4							
Pre-Requisite	none	Co-requisite	none	none										
Course Objectives	 operation ove To learn polish at Understa complex To study resolving Understa 	er linked list. Programmi stack, queue and varior and reverse polish conver and the deep knowled ity management. Progra the various sorting and g techniques. Programm and the new range of hi	us operations, different application based on given data stru- sion parenthesis management, priority Queue. Programming ge of tree data structure and its various applications t umming implementation d searching strategy and different algorithms approach, know	icture g imple o con ow has	such as ementat trol the shing ar	, recurs ions operated od collis	ion, tion sion							

	Course Outcomes
CO1	Describe the basics of Data structure operation and programming implementation skills
CO2	Stack and Queue and various application based on these data structures
CO3	Learning the different types of tree and learn its augmentation to control the operation complexity.
CO4	Learn different sorting and searching algorithms and analyze their performances.
CO5	Learning File and record management, implementing various searching and routing applications on graph.

	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO				
1	Introduction	 Programming language Types and Paradigms, Computer Programming Hierarchy, Features of Java Language, JVM –The heart of Java, Java's Magic Bytecode. The Java Environment: Installing Java, Java Program Development, Java Source File Structure, Compilation, Executions. Basic Language Elements: Lexical Tokens, Identifiers, Keywords, Literals, Comments, Primitive Data types, Operators Assignments. 	9	1				
2	Object Oriented Programming using Java	Class Fundamentals, Object & Object reference, Object Life time & Garbage Collection, Creating and Operating Objects, Constructor & initialization code block, Access Control, Modifiers, methods Nested, Inner Class & Anonymous Classes, Abstract Class & Interfaces Defining Methods, Argument Passing Mechanism, Method Overloading, Recursion, Dealing with Static Members, Finalize() Method, Native Method. Use of "this" reference, Use of Modifiers with Classes & Methods.	8	2				
3	Extending Classes and Inheritance	Use and Benefits of Inheritance in OOP, Types of Inheritance in Java, Inheriting Data members and Methods, Role of Constructors in inheritance, Overriding Super Class Methods, Use of "super", Polymorphism in inheritance, Type Compatibility and Conversion Implementing interfaces. Package: Organizing Classes and Interfaces in Packages, Package as Access Protection, Defining Package, Making JAR Files for Library Packages Import and Static Import Naming Convention For Packages.	8	3				
4	Exception Handling	Exceptions & Errors ,Types of Exception ,Control Flow In Exceptions, ,Use of try, catch, finally, throw, throws in Exception Handling ,In-built and User Defined Exceptions, Checked and Un-Checked Exceptions						
5	Thread	Understanding Threads, Needs of Multi-Threaded Programming, Thread Life-Cycle, Thread Priorities, Synchronizing Threads, Inter Communication of Threads. I/O Classes: Input/output Operation in Java(java.io Package),Streams and the new I/O Capabilities ,Understanding Streams, The Classes for Input and Output, The Standard Streams, Working with File Object, File I/O Basics, Reading and Writing to Files, Buffer and Buffer Management, Read/Write Operations with File Channel.	9	5				
Referen	ce Books:							
1.		on to OOP" Pearson Education						
2.	-	he Complete Reference JAVA2", TMH						
3.	e	gramming in JAVA", TMH						
4.	"Head First Java" by H	Kathe Sierra.						
e-Lear	ning Source:							
		n/noc19_cs48/preview						

https://nptel.ac.in/courses/106105191

PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
C01	1	2	2	3	1	2	1	3	1	2	1	2	1	2	2
CO2	3	2	1	1	1	2	3	2	2	2	3	1	3	2	2
CO3	2	2	2	2	1	1	3	2	3	1	1	2	2	1	2
CO4	3	2	1	2	3	1	1	3	2	2	3	3	2	3	1
CO5	1	2	2	3	1	2	1	3	1	2	1	2	1	2	2

1- Low Correlation; 2- Moderate Correlation; 3- Substantial Correlation



Effective from Session: 2020	Effective from Session: 2020-21													
Course Code	CS285	Title of the Course	Computer Organization & Architecture Lab	L	Т	Р	С							
Year	II	Semester	ester IV 0 0											
Pre-Requisite	None	Co-requisite None												
Course Objectives	To learn abou To learn the v To learn the v	asic concepts of flip flo t adders and registers. vorking of counters and vorking of associative n vorking of multiplexer a	multipliers. nemory cell.											

	Course Outcomes
CO1	Design & Implement various flip flop SR, JK, D and T
CO2	Design & Implement half adder and full adder circuit.
CO3	Design & Implement counter and register.
CO4	Design & Implement associative memory cell.
CO5	Design & Implement multiplexer and demultiplexer.

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	Design & Implementation of various flip flop SR, JK, D and T.	2	1
2	Design & Implementation of Half adder and Full adder circuit.	2	1
3	Design & Implementation of Half Subtractor and Full Subtractor circuit.	2	2
4	Design & Implementation counters.	2	2
5	Design & Implementation Registers.	2	3
6	Register level design of 4 bit magnitude comparator.	2	3
7	Design & Implementation of 2*2 bit unsigned multiplier.	2	4
8	Design & Implementation of associative memory cell.	2	4
9	Design & Implementation of MUX & DEMUX.	2	5
10	Design & Implementation of ADC & DAC circuit	2	5
Referen	ce Books:		
1.	"Computer System Arch." By- Morris Mano, Prentice Hall India, New Delhi.		
2.	"Computer Organization." By- Vranesic&Hamacher, Tata Mgraw Hill, New Delhi		
3.	"Kai Hwang", Advanced Computer Architecture, McGraw Hill International.		
4.	"Moreshwar R. Bhujade", Parallel Computing, New Age International.		

PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2					2				2					
CO2	3		3	3		1	2		2				3		4
CO3	1	1								3				2	
CO4		2	2	3		1			1				1		3
CO5	1		1				3			1					



Effective from Session: 2016-17													
Course Code	BM-226	Title of the Course	Human Values & Professional Ethics	L	Т	Р	С						
Year	Π	Semester	3	0	0	0							
Pre-Requisite	None												
Course Objectives	 professio To justif To create To inspirent To create 	on, y the moral judgment co e an awareness on Mana re Moral and Social Val s should display concert	nportant global issues: . Multinational corporations - Enviro	es, and	l habits	that							

	Course Outcomes
CO1	Development of moral and ethical values, right understanding and relationships
CO2	Knowledge of Moral Rights and Moral rules, Moral character and responsibilities. Privacy, Confidentiality, Intellectual Property rights
	and its laws.
CO3	Awareness about the Professional Responsibility of engineers, Responsibility of engineers related to risks, hazards and safety.
CO4	Development of Engineers Ethics. Understanding of variety of moral issues, moral judgment concerning the profession.
CO5	Understanding of various of global issues; Environmental ethics - computer ethics - weapons development.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO				
1	Human Value Education	Understanding the need, basic guidelines, content and process for Value Education, Self- Exploration. Its content and process; 'Natural Acceptance' and Experiential Validation- as the mechanism for self-exploration, Continuous Happiness and Prosperity- A look at basic Human Aspirations, Right understanding, Relationship and Physical Facilities- the basic requirements for fulfillment of aspirations of every human being with their correct priority, Understanding Happiness and Prosperity correctly.	6	CO1				
2	Introduction to Ethical Concept	Definition of industrial ethics and values, Ethical rules of industrial worker. Values and Value Judgments. Moral Rights and Moral rules, Moral character and responsibilities. Privacy, Confidentiality, Intellectual Property and the Law. Ethics as Law.	6	CO2				
3	Professional Responsibility	The basis and scope of Professional Responsibility, Professions and Norms of Professional Conduct, Ethical Standards versus Profession, Culpable mistakes, the Autonomy of professions and codes of ethics. Employee status and Professionalism. Central Professional Responsibilities of Engineers: The emerging consensus on the Responsibility for safety among engineers, hazards and risks.	6	CO3				
4	Engineers Ethics	Senses of 'Engineering Ethics' - variety of moral issues - types of inquiry - moral dilemmas – moral autonomy - Kohlberg's theory - Gilligan's theory - consensus and controversy – Models of Professional Roles theories about right action – Self-interest - customs and religion - uses of ethical theories. Valuing Time – Cooperation – Commitment.	6	CO4				
5	A Glimpse of Life Stories, Global Issues	Life story of Prophet Mohammad, Mahatma Gandhi, Swami Vivekananda, Marie Curie and Steve Jobs. Multinational corporations - Environmental ethics - computer ethics - weapons development - engineers as managers consulting engineers-engineers as expert witnesses and advisors -moral leadership.	6	CO5				
Refere	ence Books:							
1.	R.S. Naagarazan 20	06, "A Textbook on Professional Ethics and Human values" New Age International Publisher.						
2. R R Gaur, R Sangal, G P Bagaria, 2009, A Foundation Course in Value Education.								
3. Mike Martin and Roland Schinzinger, "Ethics in Engineering", McGraw-Hill, New York 1996.								
e-Lea	arning Source:							
1.	Value Education we	bsite, http://www.uptu.ac.in . 2. Story of Stuff, http://www.storyofstuff.com						

1. Value Education website, http://www.upit.ac.in 2. Story of Sturi, <u>http://www.storyofsturi.com</u>

 $2. \ \underline{https://www.voutube.com/watch?v=nlh9V5gd8hg&list=PLbMVogVj5nJQ20ZixllzM69agBq-m8ndV}$

 $3. \ \underline{https://www.youtube.com/watch?v=9LSEBK03CiY\&list=PLysZquKdjuWSv87TaE7pByn5TE_e46O2C}$

	Course Articulation Matrix: (Mapping of COs with POs and PSOs)														
PO- PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO															
CO1	3	3	2	3	3			3		2		2	2	2	3
CO2	3	3	2	3	3			2					2	3	3
CO3	2	3	2	3	2			3		3			3	3	3
CO4	2	3	2	3	2			2				1	3	3	2
CO5	3	2	3	3	2			3		2		1	2	2	3



Effective from Session:												
Course Code	ES202	Title of the Course	Disasters, Management	L	Т	Р	С					
Year	II	Semester	III	2	1	-	3					
Pre- Requisit e	it 10+2 having a minimum of 45 % marks in the aggregate from a recognized Board/University											
Course Objecti ves												
CO1	Students are able to learn types of disast	Course Out										
CO1 CO2	Students are able to learn types of disasters and its profile in India Students are able to understand the causes and impacts of disasters on environment											
CO3	Students are able to learn about risk reduction approaches of disasters with safety issues in mitigating industrial disasters.											
CO4 CO5	To understand the concept of Disaster M To understand the concept of Disaster M											

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO					
1	Introduction to disaster	Introduction to Disasters, Concepts, Definition and types (Natural and Man-made), Disaster profile of India.	8	1					
2	Impact of Disaster	- Insasters Large							
3	Disaster Risk Reduction	8	4						
4	Disaster Management	8	3						
5	Disaster Act. and Policies								
	ice Books: ta Harsh K., Disaste	r Management, Hyderabad University Press.							
	lications-Meerut.								
. ,	, ,	inagement, New Delhi Maxford Books							
(3) Bhattacharya, Tushar, Disaster Science and Management, New Delhi Tata Mc Graw Hill.									
(4) Nidhi Gauba, Dhawan/ Ambrina Sardar Khan, Disaster Management and Preparedness, CBS									
e-Learning Source:									
https://v	www.youtube.com/w	vatch?v=9WIwlljva_s							
https://v	www.youtube.com/w	vatch?v=uA_OLKfQpYA_							

	Course Articulation Matrix: (Mapping of COs with POs and PSOs)														
PO- PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO															
CO1	2	1	1	1	1	1	3	2	1	1	2	1	1	1	1
CO2	2	2	2	1	2	3	3	2	2	2	2	2	1	1	1
CO3	3	2	2	1	2	2	3	2	2	2	1	2	1	1	1
CO4	3	2	2	1	2	2	3	2	2	1	1	2	1	1	1
CO5	3	1	3	2	2	2	2	2	3	2	1	2	1	1	1

1- Low Correlation; 2- Moderate Correlation; 3- Substantial Correlation

Name & Sign of Program Coordinator

Sign & Seal of HoD